

SQUARE ENIX.

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NINTENDO DS™



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INSTRUCTION MANUAL

SQUARE ENIX.

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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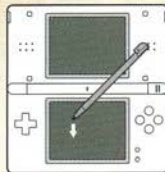


HOW TO USE THE TOUCH SCREEN

There are two methods of using the stylus.

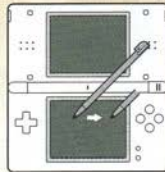
TOUCH

"Touching" is the term used to describe lightly touching the Touch Screen.



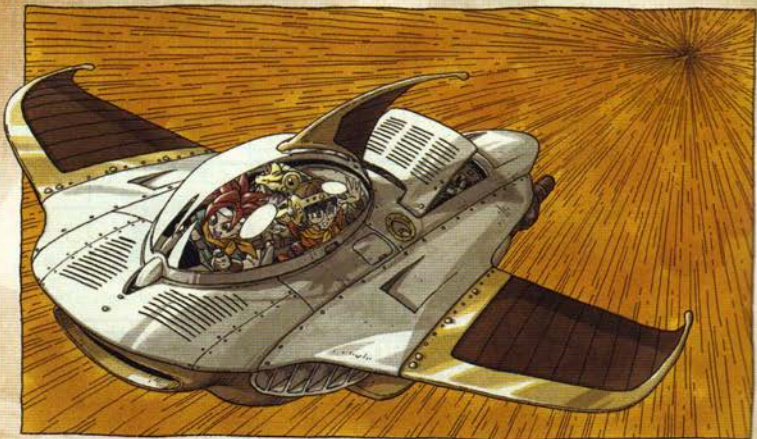
SLIDE

"Sliding" is the term used to describe keeping light contact on the Touch Screen as you track across it.



TOUCH SCREEN PRECAUTIONS

- Only the Nintendo DS stylus and other special implements specified in the game should be used on the Touch Screen.
- Use of a damaged stylus or other damaged implement should be avoided.
- Pushing or rubbing the Touch Screen with excessive force should be avoided.
- Fingernails should not be used on the Touch Screen.
- Please do not rub the upper screen with the stylus or any other implement.
- Keep objects such as sand, crumbs, food and liquids away from the Touch Screen.
- When using a protective sheet, be sure to read the instructions included with the sheet to avoid damaging the screen or creating air bubbles.



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The Gates of Time Stand Open...

Beyond their darkened threshold lies the path ordained by fate.

Journey to the forgotten past,

the distant future,

and even to the very End of Time.

An epic tale that spans the ages has already begun.



CRONO

A young man living in the present age. An unexpected chain of events draws him into an adventure that crosses the boundaries of space and time.



MARLE

An energetic young woman with curiosity to match. Marle's optimism and enthusiasm provide an invaluable boost to party morale.



LUCCA

An inventor with a knack for building and repairing machines. Lucca has been Crono's friend since childhood.



FROG

A consummate swordsman, this proud, solitary knight hails from the Middle Ages.



AYLA

A ferocious and powerful tribal chief, this primitive woman lives in the ancient past.

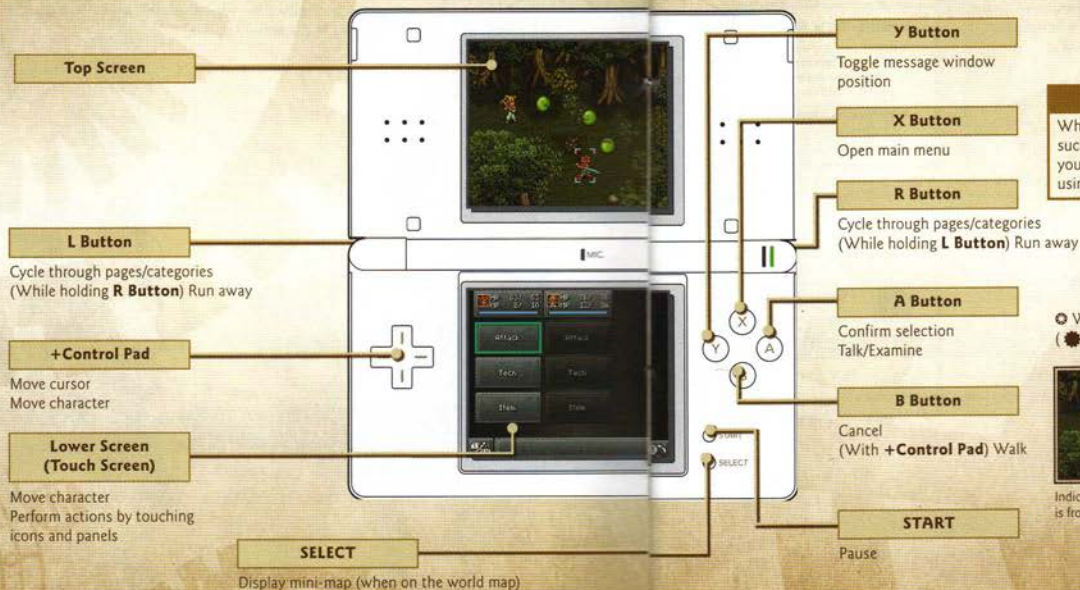


ROBO

A robot built in the distant future. Crono and his companions discover Robo broken and forgotten.

CONTROLS

Chrono Trigger can be played using both the buttons and the stylus.
This instruction manual mainly refers to the default button controls.



- Closing the system while the power is ON will activate Sleep Mode, extending the life of the battery. Open the system again to deactivate Sleep Mode and resume play.
- Pressing **START**, **SELECT**, the **L Button**, and the **R Button** simultaneously will reset the game, returning you to the title screen.
- Button functions can be reassigned by selecting "Control Scheme" within the Settings menu (see P.27)

Multiple Pages/Categories

When the **⏮** **⏭** icons are present on a screen such as the Equipment menu (see P.23), you can cycle through the available pages using either the **L Button** or the **R Button**.

- Within this manual, the location of the gear (⚙) indicates which screen is shown.



Indicates that a screenshot is from the Top Screen.



Indicates that a screenshot is from the Touch Screen.

GETTING STARTED

Make sure the Nintendo DS is turned OFF before inserting the Chrono Trigger Game Card. Once the Game Card has been firmly inserted, slide the Power Switch.

- 1 Once the system is turned ON, the screen to the right will appear. After reading the information, touch the Touch Screen to proceed.



- 2 To begin play, touch the Chrono Trigger panel on the DS Menu Screen. After the opening movie has played through, the title screen will appear.
 - This step is unnecessary if your Nintendo DS is set to Auto Mode. Please consult the Nintendo DS hardware manual for further details.



- 3 Continue to P.13 for further explanation of the controls.

Title Screen

The following options will appear on the title screen.



New Game	Play from the beginning. Enter a name of up to six characters for your hero when the name entry screen appears.
Load Game	Choose a file to continue playing a previously saved game.
Extras	View in-game movies, listen to music tracks, and access various other bonus features.
Arena	Raise monsters and enter them in battles (see P.38).

Saving the Game

Open the main menu while on the world map or at a save point and select the Save option to save your progress to one of three files (see P.29).



EXPLORING THE WORLD

You will explore the world of Chrono Trigger by moving around the world map and various area maps. You will also gain the ability to "time warp" during your adventures, allowing you to travel between different ages.

World Map (see P.16)

On the world map, you can move between many different areas. Be sure to visit inns and shops to prepare for the challenges that await you.



Time Warp (see P.20)

Pass through temporal rifts to "warp" to other periods in time. Actions you take in the past may affect the world of the future.



Menu Screens (see P.22)

From these menus you can perform various actions such as changing your equipment and using items. Open the menus often to keep track of your inventory and abilities.



Area Maps (see P.17)

Within area maps, you can speak to townspeople, gather information, and delve into dungeons. You will also engage in battles in some of these locations when enemies emerge to hinder your progress.



Combat (see P.30)

Choose the actions of your hero and his allies as they clash with their enemies. Your characters will grow in power as they gain experience points (EXP) and money (G) through victories on the battlefield.



MAPS

There are two types of maps—the world map and area maps. Move around the world map to reach a destination (town, dungeon, etc.), then press the **A Button** to enter the area map.

World Map

Use the **+Control Pad** to move around the world map, and press the **A Button** to enter an area when the location name is displayed. You can check your position on the map shown on the Touch Screen. Pressing **SELECT** will display your current location on the world map on the Top Screen instead.

- As you progress through the story, you will gain the ability to travel through time and space using the Epoch (see P.21).



Area Maps

On these maps you can gather information, purchase goods at shops, and explore dungeons or other environments. Run using the **+Control Pad**, and hold down the **B Button** to slow to a walk. If you wish to use the stylus, hold it to the Touch Screen and you'll walk in the stylus's direction from the center of the screen. Touch the edge of the screen, and you'll run in that direction.



Talk/Examine

Face an NPC and press the **A Button** to talk. In the same fashion, facing an object such as a treasure chest or sign and pressing the **A Button** will allow you to obtain items or read information. Briefly touching the Touch Screen will have the same effect.



Inns

Paying to stay at an inn will completely restore your characters' HP and MP.



Shops

Weapons, armor, and other items can be bought and sold at the various shops in the game. Choose the item you wish to buy or sell and press the **A Button**. Use the **+Control Pad** to select the quantity, and then press the **A Button** once more to complete the transaction.



Weapon and Armor Types

Weapons and armor are placed into several different categories that determine which characters can equip them.

Weapons

	Katanas	Usable by Crono	Examples: Wooden Sword, Bronze Blade
	Bowguns	Usable by Marle	Examples: Bronze Bowgun, Bandit's Bow
	Guns	Usable by Lucca	Examples: Airgun, Pea Shooter
	Swords	Usable by Frog	Examples: Bronze Sword, Iron Sword
	Arms	Usable by Robo	Examples: Tin Arm, Hammer Arm

⚠ Ayla attacks with her bare hands and is unable to equip weapons.

Armor

	Helms	Helms are worn to protect a character's head.
	Armor	Armor is worn to protect a character's body.
	Accessories	These items grant various effects such as attribute boosts.

⚠ Armor and accessories can generally be equipped by any character, except for a selection of items that are restricted by gender or other criteria.

WARPING

As you progress through your journey, you will gain the ability to warp between the past, present, and future. This time travel is accomplished through the use of Gates and the Epoch.

Gates

Move in front of the Gates found in area maps and press the **A Button** to warp to a different age. Multiple Gates exist in each time period, with each Gate having a fixed destination.



Gate

The End of Time

Upon entering certain Gates, you will be warped to a mysterious location known as the "End of Time." From here, you will have the option to warp to the time period of your choosing. A pillar of light will appear for every Gate through which you have passed. Stand within a pillar and press the **A Button** to display the age and destination, and then select "Yes" to warp.



Pillar of Light

The Epoch

The Epoch is a time machine which you can use to travel freely through the ages.



Stand on the Epoch and press the **A Button**.



Select the destination age and press the **A Button** once more to warp!

Evolution of the Epoch

As you progress through your adventure, the Epoch gains the ability not only to warp through time, but also to soar across the skies of the world map as a form of transportation. Get on and off the Epoch using the **A Button**, and guide its movement using the **+Control Pad**. The **Y Button** gives you access to the Epoch's time-warping function.

When in Doubt, Warp

If you find yourself stuck at any point, try warping to a different time to open new paths. Traveling to a different age may help to advance the story. Hints about where to go can sometimes be found at the End of Time.

MENU SCREENS

While on a map screen, press the **X Button** or touch the icons on the Touch Screen to access the various menus. Use the menu screens to perform all manner of actions, such as changing your equipment and saving your game.

Main Menu

Among other useful details, character status and menu icons are displayed here. Select a menu icon to display the corresponding menu screen.



Equipment

On this screen, you can change your characters' equipment and check their attributes. When changing a piece of equipment, select the piece you wish to change, and then select the piece you wish to equip from the options provided.



Elements

Some techs are tied to a certain element. When used against an enemy vulnerable to that element, the damage of a tech is increased. Check the Bestiary (see P.27) to learn enemy weaknesses.

Attributes

Each character has the following attributes. Stars in place of a number beside any attribute mean that the attribute has reached its highest possible value.



LV	A character's level measures his or her relative power. Attributes increase along with level.
HP	Current and maximum HP. A character loses HP when attacked by enemies, and is KO'd if HP is reduced to zero.
MP	Current and maximum MP. MP is decreased when using techs or magic (see P.26). Techs and magic cannot be used without sufficient MP.
Attack	The higher the value, the more powerful physical attacks become.
Defense	The higher this value, the less damage a character will take from physical attacks.
Strength	The physical power of a character. A higher Strength allows for more powerful attacks.
Accuracy	A higher Accuracy will give a character's attacks a higher chance to hit. This attribute also affects the attack power of bowguns and guns.
Speed	This value dictates how often a character acts during battle.
Magic	This value represents the power of a character's magical attacks.
Evasion	This value represents the character's ability to dodge enemy attacks.
Stamina	A higher Stamina increases a character's Defense.
Magic Defense	The higher this value is, the less damage a character will take from magical attacks.

Inventory

On this screen, you can check the items you are carrying. Select the item you wish to use and press the **A Button** twice. When using an item that allows you to choose a recipient, select the desired character, and press the **A Button**.



Sorting Your Inventory

Press **SELECT** to sort your inventory automatically. To sort manually, select an item and press the **A Button**. Choose another item and press the **A Button** once more to switch their positions.



Techs

During their adventures, each character will learn techs—powerful abilities that can damage enemies or heal allies. On this screen, you can check the effects of techs you have learned, and see how many TP (tech points) are required to learn the next tech. It is also possible to use healing techs from this menu.

Tech List

The MP cost is displayed here for techs already learned by a character. For techs that have yet to be learned, the number of required TP is shown.

TP (Tech Points)

Tech points are gained after a battle is won (see P.30). Accumulating TP allows you to learn new techs.

Tech Description

Learning Techs and Magic

You will learn a new tech once you have accumulated the required number of TP. Magic can be learned at the End of Time (see P.20) after completing a certain event. TP is required to learn magic in the same manner as techs.



Bestiary

The Bestiary contains data for every monster you have battled. The Touch Screen shows a list of monster names from which you can select an enemy to research. After selecting a monster name, detailed information about that monster will be displayed on the Top Screen.

Page To Display

You can select which page of the Bestiary entry to display. represents the Attributes page, represents the Elements page, and represents the Techs page. Press the L Button or R Button to cycle through the pages.



Settings

In this menu, you can adjust the game settings. Press UP or DOWN on the **+Control Pad** to select an option, and then press RIGHT or LEFT to change the setting (see P.28). Cycle through the pages with the L Button or R Button. To revert all settings to their default values, press SELECT.



Setting List

The following settings can be adjusted.



Game Mode	Toggle screen layout mode between "DS" and "Classic" (see P.34).
Battle Mode	Toggle between "Active" and "Wait" modes. Active mode causes time to flow constantly during battle, whereas Wait mode freezes time while you select techs and items.
Battle Speed	Select a speed from 1 (fastest) to 8 (slowest) to set the rate at which time passes during battle.
Battle Message Speed	Select a speed from 1 (fastest) to 8 (slowest) to set the length of time to display messages in battle.
Battle Cursor Memory	Set the level of cursor position memory for battle menus.
Status Bars	Toggle the display of HP and ATB gauge status bars (see P.32).
Battle Gauges	Set the battle gauge display type (Classic mode only).
Help Messages	Toggle display of help messages for techs and items.
Control Scheme	Modify button assignments.
Movement	Toggle default movement type when using the +Control Pad between "Run" and "Walk."
Shortcut Assignments	Modify the layout of the menu icons displayed on the Touch Screen.
Menu Cursor Memory	Toggle cursor position memory.
Movies	Toggle whether or not movie scenes will be played at key points in the adventure.
Window Design	Select a window pattern from eight variations.

Party

Select the party members who will participate in battles. Select a character using the +Control Pad and confirm by pressing the **A Button**.

Combo Techs (P.33)

Display the dual and triple techs available to the current party members (see P.37).

Battle Participants

Choose up to three characters.

Inactive Members



Save

Record current progress (see P.13).



COMBAT

Coming into contact with an enemy on the area map, or passing through certain locations, will trigger a battle. Choose battle commands from the options provided and defeat all the enemies that stand before you.

Initiating Battle

A battle usually begins under one of the following circumstances:

1. Coming into contact with an enemy.

Bumping into an enemy on the Top Screen will draw you into combat.



2. Passing through a certain location.

After passing through certain points on the map, enemies will appear and attack your party.



Rules of Combat

After a battle commences, your characters' ATB gauges (see P.32) will begin to fill. Once the gauge is full, battle commands such as "Attack" and "Tech" will become available to your character.

Use these commands to protect your allies and damage your enemies. Continue to issue commands until all enemies on the field have been defeated.



Game Over

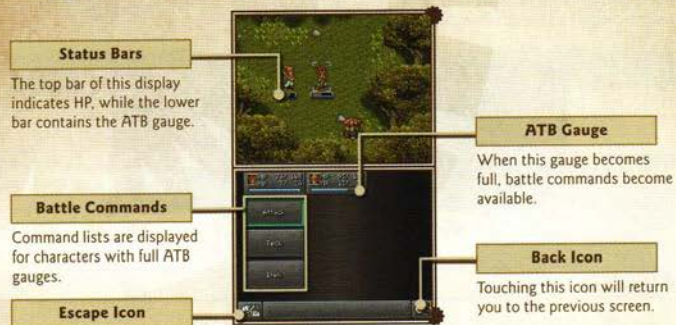
If the HP of all your battle participants reaches zero, the game will end. You will be returned to the title screen and have the option of beginning again from the place where you last saved.

When the Battle is Won

Once you have defeated all enemies on the field, your party will receive experience points, TP, and money. Defeated enemies will also sometimes drop useful items.

The Battle Screen

In DS Mode, the Top Screen displays the battle in progress, while the Touch Screen displays available battle commands. Status bars are not shown by default. If you wish for them to be displayed, set the "Status Bars" option to "ON" in the Settings menu (see P.27).



Escaping From Battle

Hold the **L Button** and **R Button** simultaneously, or hold the stylus to the Escape icon, to flee from a battle. There are certain enemies from which you cannot escape.

Battle Commands

Battle commands are displayed once a character's ATB gauge becomes full. Use the **+Control Pad** to choose a command, press the **A Button** to confirm, and then choose a target.



Attack

Attack with fists or equipped weapon.

Tech (Combo)

Spend MP to use a tech you have learned. Be sure to make use of techs that target multiple enemies! If the ATB gauges of members who have learned combo techs are full, the display will change to "Combo" and you will gain access to dual and triple techs (see P.37).

It is still possible to use single techs after the display has changed to Combo.

Item

Use an item from your inventory.

Differences Between Game Modes

Selecting "Game Mode" from the Settings menu will give you the option to choose either the "DS" or "Classic" battle display. Classic mode allows you to play with the same screen used in the original version of Chrono Trigger. Please be aware that this setting does not support the Touch Screen controls.



Status Ailments

Certain enemy attacks will inflict status ailments on your party members. Status ailments can be cured with the appropriate techs or items, and will also automatically fade once the battle has ended.



List of Status Ailments

	Poison HP gradually decreases and attacks are weakened.		Slow Slows down the ATB gauge and increases the waiting time between actions.
	Blind Clouds your vision, making it difficult to hit enemies.		Sleep Puts you to sleep, lowers defense, and prevents you from taking any actions.
	Confuse Prevents you from using commands and confuses you into attacking allies.		Stop Freezes the ATB gauge and prevents you from taking any actions.
	Lock Prevents the use of techs.		KO HP is reduced to zero and you can no longer perform any actions.

Techs

Techs consist of single techs, performed by one character, and dual and triple techs, performed by two or three specific party members. When using techs that strike multiple opponents like Crono's "Cyclone," try switching between targets to see which pattern allows you to hit the most enemies.

⚙️ If even one member lacks sufficient MP, you will be unable to perform a combo tech.

The following list is just a small sample of the many techs your characters can learn.

Single Techs

Character	Tech Name	MP Cost	Effect
Crono	Cyclone Wind Slash	2	Whirl about an enemy, striking others nearby. Slash enemies with wind gusts.
		2	
Marle	Aura Allure	1	Restore a small amount of HP to an ally. Confuse an enemy.
		1	
Lucca	Flamethrower Hypnowave	1	Burn all enemies along a direct line. Put all enemies to sleep.
		1	
Frog	Slurp Slurp Slash	1	Restore a small amount of HP to an ally. Snag enemy with tongue, then slash it.
		2	
Robo	Rocket Punch Robo Tackle	1	Launch fist at an enemy. Charge and attack an enemy.
		4	
Ayla	Kiss Charm	1	Lightly heal ally and remove status ailments. Seduce an enemy to obtain an item.
		4	

Dual Techs

Characters	Techs Used	MP Cost	Effect
Crono + Marle	Cyclone + Aura	2	Aura Whirl Restore a small amount of HP to all allies.
		1	
Crono + Lucca	Cyclone + Flamethrower	2	Fire Whirl Attack all enemies in a circle with fire.
		1	
Crono + Frog	Cyclone + Slurp Slash	2	X-Strike Cross-slash an enemy.
		2	
Marle + Ayla	Allure + Charm	1	Twin Charm Distract and steal from an enemy.
		4	

Triple Techs

Characters	Techs Used	MP Cost	Effect
Crono + Frog + Robo	Cyclone + Slurp Slash + Robo Tackle	2	Triple Attack Hit an enemy with a three-pronged attack.
		2	
		2	
		4	

ARENA BATTLES

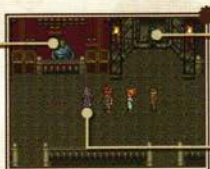
If you warp to the Arena of the Ages via the End of Time or by selecting "Arena" at the title screen, you will have the opportunity to raise a monster and then pit it against others in duels.

A View of the Stables

The screen below will be shown upon warping from a certain pillar of light at the End of Time or selecting "Arena" at the title screen.

Merchant

This merchant sells items used for training monsters and during monster battles in the arena's Pit.



Pit Boss

Speak to this man if you wish to enter your monster in a battle (see P.40).

Stable Master

The training screen will appear when you speak to this character.

Getting a Monster

If you have no monster of your own, speak to the stable master and he will provide you with one. Select the monster you desire from the choices he presents to you.

Raising a Monster

If you already have a monster, the training screen will appear when you speak to the stable master. The Top Screen displays your monster's attributes, and the Touch Screen displays a menu.



Training Menu

Train	Send your monster off to train and improve its fighting capabilities.
Toggle Display	Display information about your monster's known abilities on the upper screen.
Release	Set your monster free. Once released, a monster will never return.

Training a Monster

To send your monster off for training, select "Train" from the training menu, and then select an item to give the creature, and a time period in which it should conduct its training. Return to the arena after enough time has passed, and the monster will return as well. Depending on the item and time period you selected, it may have improved its attributes or learned new techs. Sometimes it may even return with an item.



Battling in the Pit

When staging a battle in the Pit, both you and your opponent must pay an entrance fee from your party funds (G). After the battle, each player receives an item according to the outcome. Follow the steps below to stage a Pit battle.

- 1 Speak to the Pit Boss within the arena and select "Yes" when asked if you would like to enter a monster battle.
- 2 Select "Prize match" to fight an NPC opponent, or "Interdimensional battle" to challenge a friend via DS wireless communications.
- 3 Select a tier of battle and pay the indicated entrance fee. The higher the tier, the better the item you will receive if your monster wins. If you choose to enter a prize match, it will begin immediately. If you choose to hold an interdimensional battle, a screen will appear and enable you to search for an opponent.



Interdimensional Battles (Wireless Battles)

If you choose to hold a wireless battle, the screen to the right will appear once you have selected a tier. To look for an existing challenge to accept, select "Accept challenge." To issue an open challenge that another player can accept, select "Issue challenge."

⚙ Please read P.41-42 before beginning a wireless battle.



Arena Combat

When monsters battle in the Pit, they select their own actions automatically. Players can support their monsters from the sidelines by providing them with items to use, but cannot control the creatures.



This is the item the monster is currently holding.

Select an item here to give it to your monster.

Tips for Trainers

- After a monster has won a few battles, send it off for training. It may evolve into a different monster or grow considerably stronger.
- Monsters have an attribute called "Trust," which increases as they win more battles. The higher a monster's Trust, the more likely it will be to use the items you give it during battle.
- A balanced mix of training and combat is important when raising monsters. And don't forget to continue with your main quest!

DS Wireless Communications

What you will need:



- Two (2) Nintendo DS or Nintendo DS Lite Systems.
- Two (2) **Chrono Trigger** Game Cards.





Instructions

- 1 For each Nintendo DS system, check that the power is turned OFF, and then insert the Game Card.
- 2 Turn each DS system's power ON. The DS Menu Screen will be displayed.
- 3 Touch the **Chrono Trigger** panel.
- 4 See P.38 for further instructions.

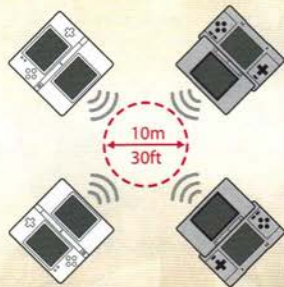
Wireless Communication Guidelines

Please note the following points regarding wireless communications:

- ☐ The  displayed on the Nintendo DS Menu screen or the game menu is the Nintendo DS Wireless Icon. Choosing a menu option with a Nintendo DS Wireless Icon activates the wireless communications mode. Never activate this mode in areas where wireless communications are prohibited (such as on airplanes, in hospitals, on trains or on buses).
- ☐ The  displayed on screen while wireless communications are in operation indicates the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below. The stronger the signal is, the more stable the wireless communications will be.

				
No. of Bars	0	1	2	3
Strength	Weaker ← → Stronger			

When the wireless communications mode is active, the power light will flash at a different speed.



- ☐ For the best wireless communications performance, please note the following:
 - All Nintendo DS systems should be within 30 feet of each other, or at a distance where the signal strength icon shows two or more bars.
 - The Nintendo DS systems should face each other as directly as possible.
 - Avoid having people or other obstructions between the Nintendo DS systems.
 - Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

FINAL FANTASY.

TRADING ARTS mini SET Vol. 3



AERITH



TIDUS



BALTHIER



FRAN

AVAILABLE NOVEMBER 08

SQUARE ENIX PRODUCTS

SQUARE ENIX.

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